



**IMPROVING STUDENTS VOCABULARY MASTERY
OF THE FIFTH GRADE STUDENTS OF SDN 01
WONOSEKAR PATI BY USING BEETLE DRIVE GAME
IN ACADEMIC YEAR 2014/2015**

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**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2015**



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SKRIPSI

**Presented to the University of Muria Kudus
In Partial Fulfillment of the Requirements for Completing the Sarjana
Program
in the Department of English Education**

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MOTTO AND DEDICATION

MOTTO:

- *Talk less do more.*
- *Better late than never.*
- *If you can dream it, you can do it.*
- *Always do what you're afraid to do.*
- *Learn from the past, plan for the future by focusing on today.*
- *A friend is someone who knows all about you and still loves you.*
- *Love life and life will love you back, love people and they will love you back.*

DEDICATION:

This skripsi is dedicated to:

- *The writer's parents
(Sunar and Ismi).*
- *The writer's sister (Yulita
Ayun Nira).*
- *All people around her.*

ADVISOR'S APPROVAL

This is to certify that the *Skripsi* of Elin Tanaya (201132197) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

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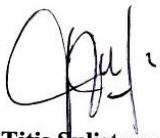
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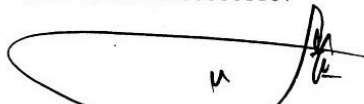
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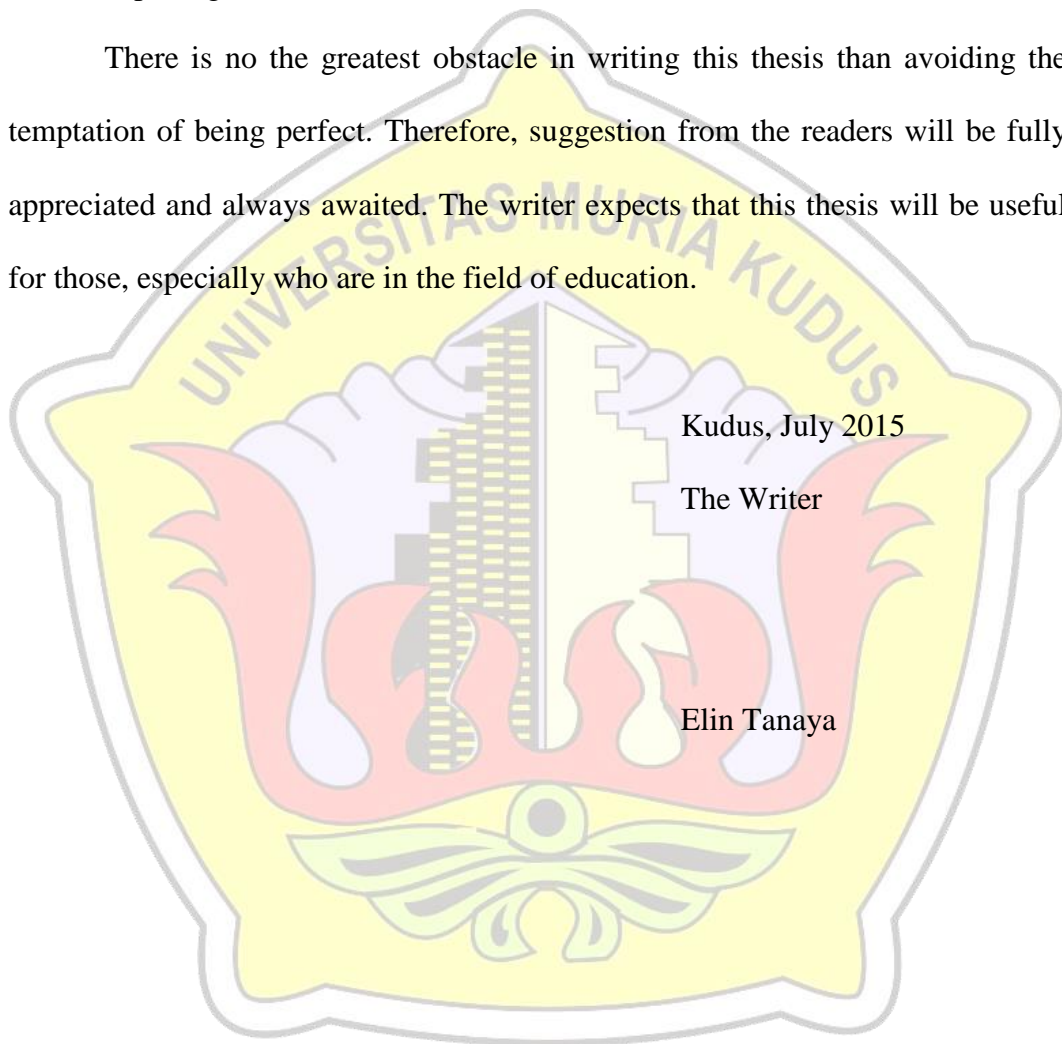
First and foremost, the writer would like to extend gratitude to God Allah S.W.T who has given His mercies and blessing, so this final project can be finished. Secondly, the writer does not forget to always say Sholawat and Salam to the best human in the world and here after Muhammad SAW who has opened the dark covering this world.

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8. All of the writer's friends who give support and motivation to her.
9. Anyone that can not be mentioned directly or indirectly who has help the writer in completing this research.

There is no the greatest obstacle in writing this thesis than avoiding the temptation of being perfect. Therefore, suggestion from the readers will be fully appreciated and always awaited. The writer expects that this thesis will be useful for those, especially who are in the field of education.



Kudus, July 2015

The Writer

Elin Tanaya

ABSTRAK

Tanaya, Elin. 2015. *Meningkatkan Penguasaan Kosakata Siswa Kelas V SDN 01 Wonosekar Pati Menggunakan Beetle Drive Game Tahun Pelajaran 2014/2015*. Skripsi. Pendidikan Bahasa Inggris, Fakultas Keguruan Ilmu Pendidikan Universitas Muria Kudus. Pembimbing: (i) Titis Sulistyowati S.S, M. Pd., (ii) Agung Dwi Nurcahyo S.S, M. Pd.

Kata-kata kunci: Kosakata, Beetle Drive, Penelitian Tindakan Kelas

Bahasa sangat penting untuk mengungkapkan sesuatu dan untuk berkomunikasi dengan orang lain. Salah satu bagian penting dalam menghasilkan dan memahami bahasa adalah penguasaan kosakata. Kosakata merupakan salah satu komponen yang paling penting yang harus diberikan. Kosakata harus dikuasai oleh siswa dalam mempelajari bahasa baru. Kosakata akan membantu siswa memahami bahasa dengan mudah. Faktanya, siswa kelas 5 SDN 01 Wonosekar Pati sangat sulit untuk memahami arti dari kata-kata dan sulit untuk menghafal kata-kata yang telah mereka pelajari. Siswa mengalami kesulitan dalam memahami dan menghafal kata-kata tepatnya dalam menguasai kosakata bahasa Inggris. Siswa mudah lupa arti kata-kata yang telah mereka pelajari. Dan selama proses belajar mengajar, siswa mudah bosan dan tidak tertarik dalam mempelajari bahasa Inggris. Maka dari itu, peneliti mengajukan teknik *Beetle Drive* untuk mengatasi masalah para siswa tersebut.

Tujuan dari penelitian ini adalah (1) untuk mendeskripsikan kegiatan siswa dan guru dari penggunaan *Beetle Drive* dalam meningkatkan kemampuan kosakata siswa kelas V SDN 01 Wonosekar Pati tahun pelajaran 2014/2015. (2) Untuk mengetahui apakah *Beetle Drive* dapat meningkatkan kemampuan kosakata siswa kelas V SDN 01 Wonosekar Pati tahun pelajaran 2014/2015. (3) Untuk mendeskripsikan respon siswa dari penggunaan *Beetle Drive* dalam meningkatkan kemampuan kosakata siswa kelas V SDN 01 Wonosekar Pati tahun pelajaran 2014/2015.

Penelitian ini termasuk penelitian tindakan kelas. Desain penelitian tindakan kelas yang digunakan dalam penelitian ini yaitu penelitian tindakan kelas kolaboratif. Penelitian ini dilaksanakan di SDN 01 Wonosekar Pati, sedangkan subjek penelitian ini adalah siswa kelas 5 yang terdiri dari 24 siswa. Penelitian ini diselesaikan dalam 2 siklus. Terdapat dua kali pertemuan dalam setiap siklusnya yang terdiri dari empat tahap, yaitu: perencanaan, pelaksanaan, observasi, dan refleksi. Dalam penelitian ini, terdapat empat instrumen yang digunakan oleh peneliti untuk mengumpulkan data. Empat instrumen tersebut yaitu lembar observasi, tes, kuesioner dan wawancara.

Berdasarkan temuan dalam penelitian ini, pada pra-siklus, nilai rata-rata siswa 52,5 dan presentase kelas 16,67% yang berarti bahwa 4 siswa yang mencapai KKM. Pada siklus I penguasaan kosakata siswa meningkat dari pra-

siklus yang nilai rata-rata siswa menjadi 65,83 dan presentase kelas 54,16% yang berarti bahwa 13 siswa yang mencapai KKM. Peneliti mengakhiri penelitian tindakan kelas di siklus II. Kemampuan kosakata siswa dari siklus II meningkat dari siklus I yang nilai rata-rata siswa menjadi 72,91 dan presentase kelas 87,5% yang berarti bahwa 21 siswa yang mencapai KKM. Nilai peningkatan siswa dalam penguasaan kosakata dari pra-siklus ke siklus I 25,39% dan dari pra-siklus ke siklus II 38,87%. Kriteria dari indikator keberhasilan adalah jika 75% siswa dapat mencapai KKM (70) atau lebih. Data menunjukkan bahwa presentase kelas 87,5% yang berarti bahwa 21 siswa dapat mencapai Kriteria Ketuntasan Minimum (KKM) yaitu 70. Berdasarkan penjelasan diatas dapat disimpulkan bahwa *Beetle Drive* dapat meningkatkan penguasaan kosakata siswa kelas 5 SDN 01 Wonosekar Pati tahun pelajaran 2014/2015.

Berdasarkan fakta-fakta diatas, peneliti memberikan saran kepada guru Bahasa Inggris bahwa *Beetle Drive* dapat di implementasikan oleh guru-guru dalam proses belajar mengajar sebagai tehnik mengajar untuk meningkatkan penguasaan kosakata siswa.



ABSTRACT

Tanaya, Elin. 2015. *Improving Students Vocabulary Mastery of The Fifth Grade Students of SDN 01 Wonosekar Pati By Using Beetle Drive Game In Academic Year 2014/2015*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1) Titis Sulistyowati S.S, M. Pd., (2) Agung Dwi Nurcahyo S.S, M. Pd.

Key words: Vocabulary, Beetle Drive, Classroom Action Research

Language is very important to express something and to communicate with other. One of the important parts in creating and understanding the language is vocabulary mastery. Vocabulary is one of the most important components that should be given. It has to be mastered by the students in learning new language. It will help students understand the language easily. The fact, the fifth grade students of SDN 01 Wonosekar Pati are very difficult to understand the meaning of words and memorizing the words that they have learned. They have difficulty in understanding and memorizing the words exactly in mastering English vocabulary. Students are easy to forget the meaning of words that they have learned. And during teaching learning process, the students get bored and is not interested in studying English. Therefore, the researcher proposes *Beetle Drive* as a technique of teaching to solve the students' problem.

The objective of this research are (1) to describe the students' and teacher's activities of using *Beetle Drive* game in improving the students' vocabulary mastery of the fifth grade students of SDN 01 Wonosekar Pati in academic year 2014/2015. (2) To know how *Beetle Drive* can improve the vocabulary mastery of the fifth grade students of SDN 01 Wonosekar Pati in academic year 2014/2015. (3) To describe the students' response of using *Beetle Drive* game in improving the students' vocabulary mastery of the fifth grade students of SDN 01 Wonosekar Pati in academic year 2014/2015.

This research belongs to classroom action research. The classroom action research design applied in this study was a collaborative classroom action research. This research is conducted in SDN 01 Wonosekar Pati, while the subject is the students of class V of SDN 01 Wonosekar Pati that consist of 24 students. This research did in two cycles. There are two meetings in each cycle which consist of four stages, those are: planning, acting, observing, and reflecting. In this research, there are four instruments that are used by the researcher to collect the data. They are observation sheet, test, questionnaire and interview.

Based on the finding of this research, in pre cycle, the average score was 52.5 and the class percentage was 16.67% it mean that 4 students which pass KKM. In cycle I the students' vocabulary mastery was improved from pre cycle that the average score became 65.83 and the class percentage was 54.16% it meant that 13 students which pass KKM. The researcher stopped the action process in

cycle II. The students' vocabulary mastery of cycle II was improved from the cycle I that the average score became 72.91 and the class percentage was 87.5% it meant that 21 students which pass KKM. The students' improvement score on vocabulary mastery fom pre-cycle to cycle I was 25.39% and from pre-cycle to cycle II was 38.87%. The criterion of success indicator was if 75% of the students achieve the minimum passing grade (70) or more. The data showed that the class precentage was 87.5% it meant that 21 students could achieve the minimum passing grade (70). Based on explanation above could be conclusion that *Beetle Drive* game can improve the students' vocabulary mastery of the fifth grade students of SDN 01 Wonosekar Pati in academic year 2014/2015.

From the facts above, the researcher give suggestions to the English teachers that *Beetle Drive* game can be applied by the teachers in the teaching and learning process as the technique of teaching to improve the students' vocabulary mastery.

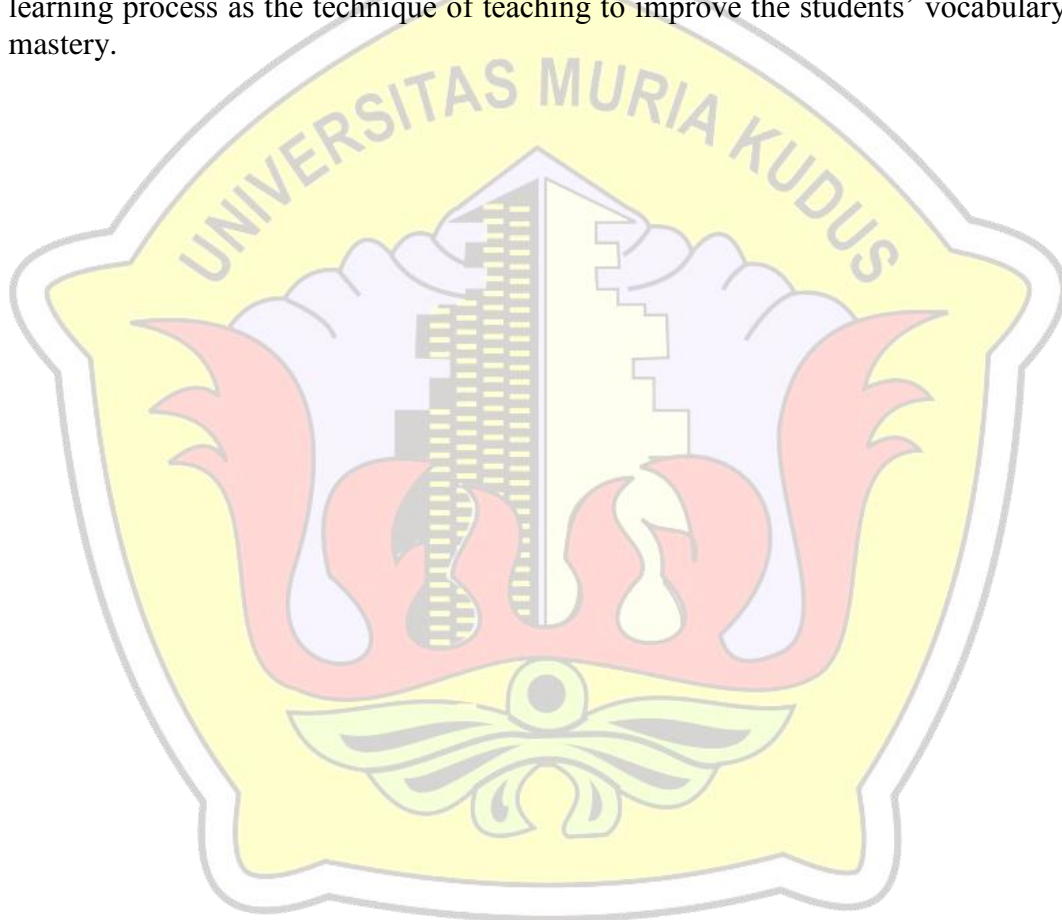
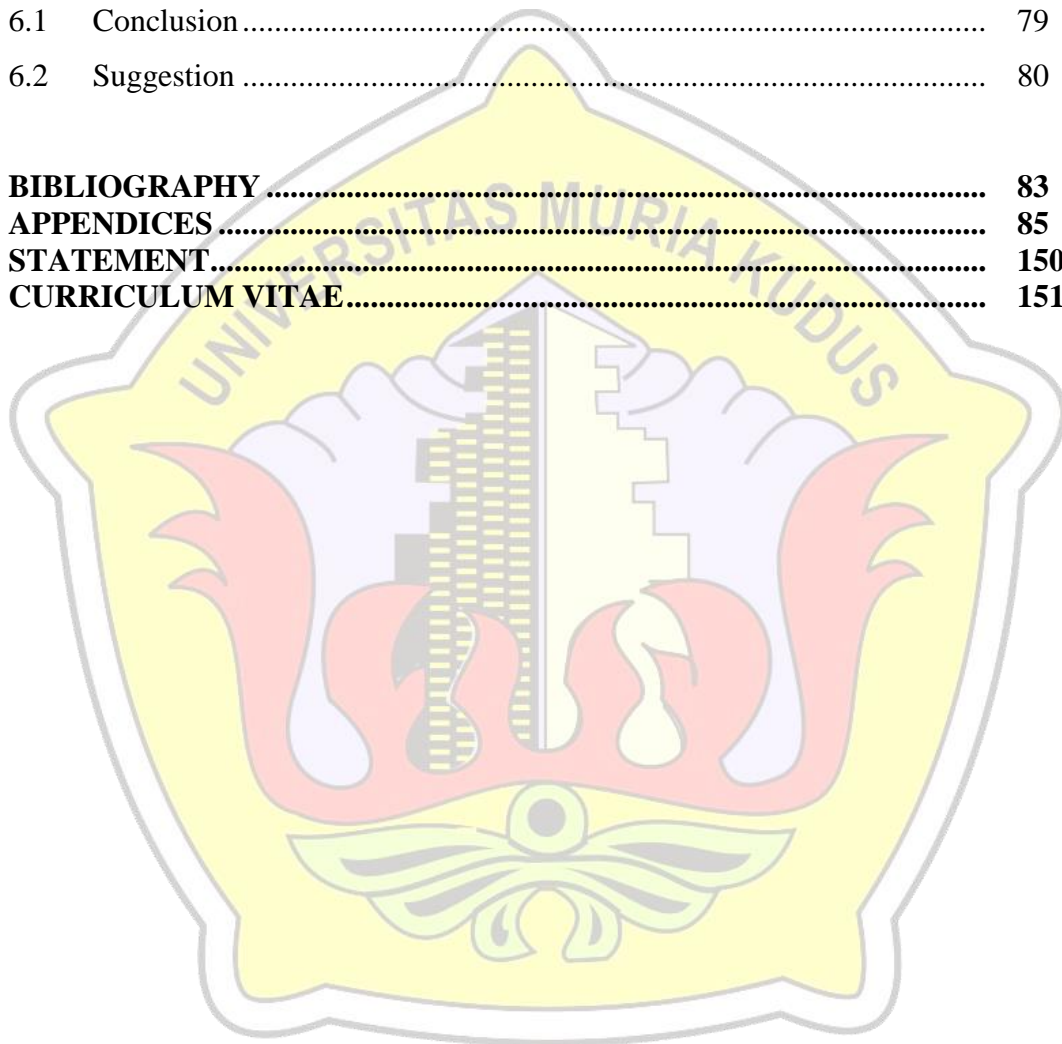


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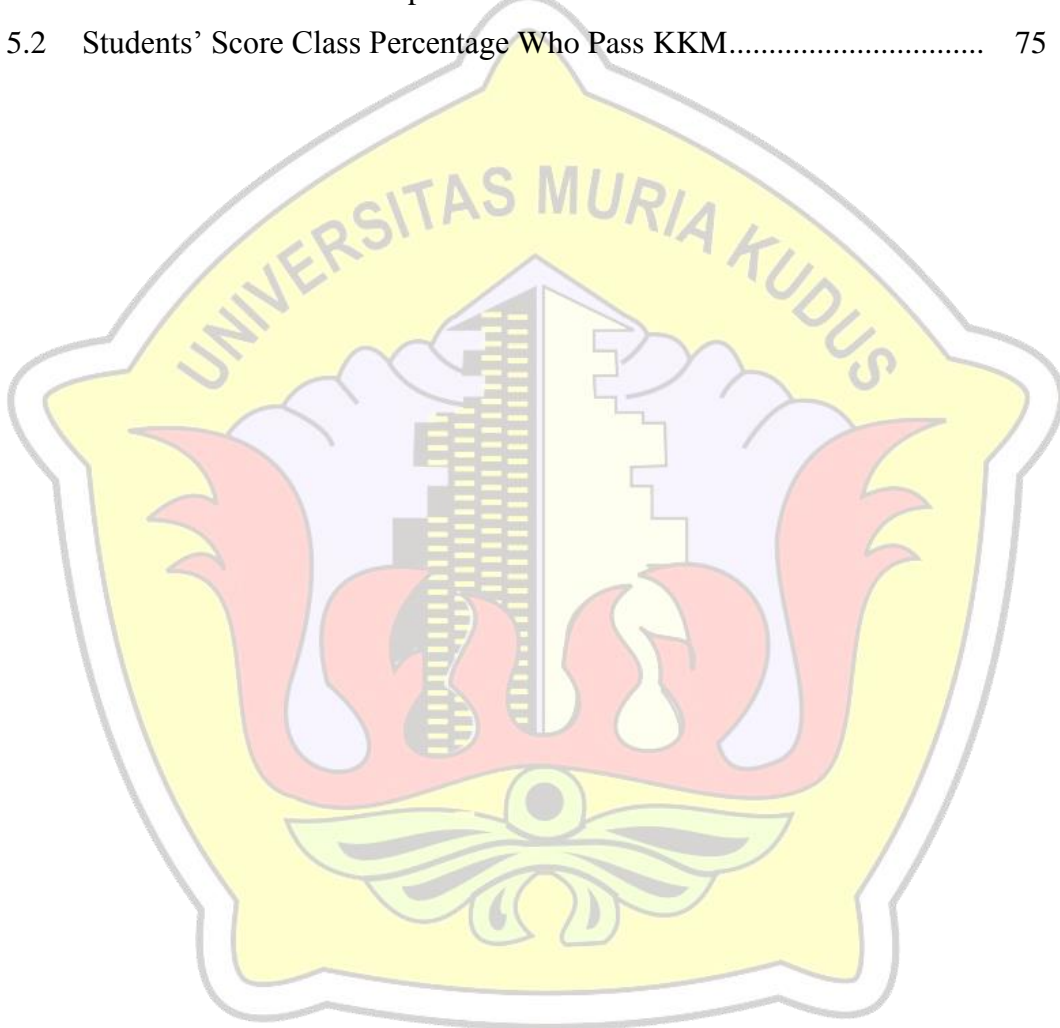


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